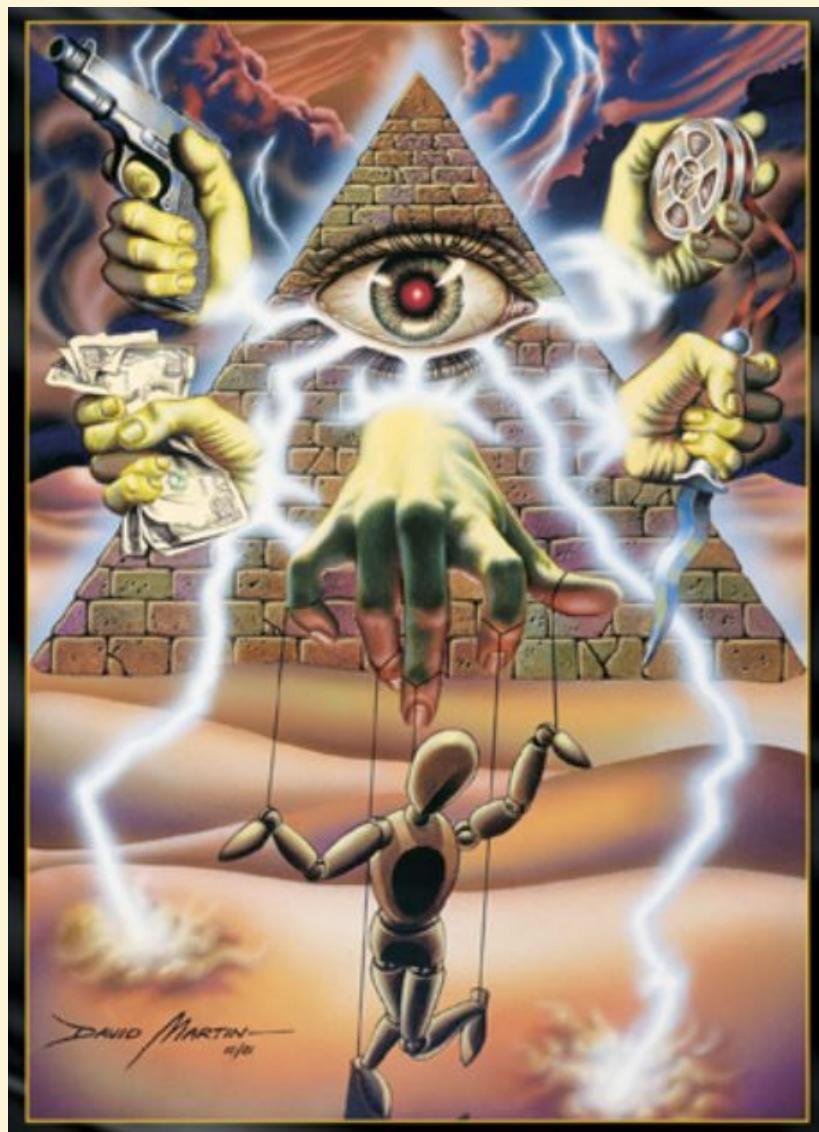


# ILLUMINATI

THE GAME OF CONSPIRACY



# Table of Contents

<b>Getting Started</b>	<b>3</b>
Introduction	3
System Requirements	3
Installation of Java IDE	3
<b>Game Setup</b>	<b>3</b>
Main Menu	3
Game Rules Handbook	4
Multiplayer	4
<b>Game Rules</b>	<b>4</b>
Beginning the Game	4
Sequence of Play	4
Actions	4
Attacks	5
Basic Goals	5
<b>Illuminati Game Cards</b>	<b>6</b>
About the Illuminati	6
The Bavarian Illuminati	6
The Bermuda Triangle	6
The Discordian Society	7
The Gnomes of Zurich	7
The Network	7
The Servants of Cthulhu	7
The Society of Assassins	8
The UFOs	8
About the Groups	8
Group Alignments	9
<b>Troubleshooting</b>	<b>9</b>
Useful Links	10
<b>Credits</b>	<b>10</b>

# Getting Started

## *Introduction*

The objective of Illuminati is to take control of the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Groups (represented by cards). These Groups are added to your Power Structure and do your bidding – unless a foe takes them from you. You may win either by controlling enough Groups, or by fulfilling the special goal of your own Illuminati. Important virtual components providing capabilities to play the game are listed in the product features.

## *System Requirements*

The system must run on a desktop and be connected to the internet for multiplayer play. The game will require a mouse or touchpad, and keyboard.

- Windows XP, Vista, Windows 7 - 64 bit
- 2GB memory for IDE and if running server locally

## *Installation of Java IDE*

Run the application on the latest version of Eclipse IDE. You can visit this website to download the latest version: <https://www.eclipse.org/downloads/>

# Game Setup

## *Main Menu*

The Main Menu appears after opening the game. From the main menu, you can:

- Select number of players
- Set the name of the players
- Navigate to the “Rules and Objectives” page

## *Game Rules Handbook*

If at any time a player wants to access the entire rule handbook, they can select the option for “Game Rules” at any given menu.

## ***Multiplayer***

This game is made to run on one desktop/PC where players swap for their turns. Users can select between 2 - 8 players to play the game.

## **Game Rules**

### ***Beginning the Game***

Eight Illuminati cards will be removed from the deck and randomly distributed to each player. Each player will receive the card's indicated Income from the bank, which will be indicated as having been collected on the card itself. Leftover Illuminati cards are not used for the remainder of the game.

At this point the cards will be shuffled, and four cards will be turned face-up in the center of the game screen. These four Groups are the original "uncontrolled Groups." Each player rolls two die; the player with the highest roll plays first. He or she follows the Sequence of Play, and the race for world control is on!

### ***Sequence of Play***

1. Collect income on all cards that have an Income number.
2. Draw a card. If it is a Special card, the player keeps it. If the card is a Group, it is placed face-up in the uncontrolled area.
3. Take two "actions". See list.
4. Take any "free actions." These do not count against the two actions allowed during each turn. They may be taken before, between, or after the two regular actions. See below for list.
5. Transfer money. Part or all of any Group's money may be moved to an adjacent Group. Two money transfers are allowed per turn.
6. Take special-power actions.
7. Add targets. Draw cards until there are two uncontrolled Groups. Discard any Specials drawn.

### ***Actions***

**Regular Actions:** Attack a Group (to control, neutralize, or destroy); Transfer money; Move a Group; Give a Group away.

**Free Actions:** Drop a Group; Give away money or Specials; Use a Special (Exception: Bribery is a regular action.)

**Passing:** A player may choose not to take any action of any sort and collect 5MB instead.

## Attacks

The most important actions in Illuminati are attacks. In an attack, a Group uses its Power, and possibly its money, in an attempt to either control, neutralize, or destroy another Group.

Illuminati cards themselves can attack, but cannot be attacked. No Group, except the UFOs, can attack more than once per turn.

**Attack to Control.** This attack may be made against any other Group in play except another Illuminati or a Group you control. The attacking Group must have at least one outward-pointing arrow free.

The success of the attack is determined by rolling two die. The defending Group's Resistance is subtracted from the attacking Group's Power, including any Transferable Power from other Groups aiding in the attack. Only members of the attacker's own Power Structure can aid the attack. To calculate the total Power of an attack, refer to the factors and their point values shown below. *A roll of 11 or 12 is an automatic failure.*

Same alignment (e.g., Weird vs. Weird) . . . . .	+4
Opposite alignment (e.g., Straight vs. Weird) . . . . .	-4
Each Megabuck (MB) spent by attacker . . . . .	+1
Each MB spent by defending Group . . . . .	-2
Each MB spent by defender's Illuminati. . . . .	-1
Each MB spent by other players to Interfere. . . . .	-1
Each MB spent by other players to Assist . . . . .	+1
Defending Group is controlled directly by Illuminati . . . . .	-10
Defending Group is 1 Group away from Illuminati . . . . .	-5
Defending Group is 2 Groups away from Illuminati . . . . .	-2

**Attack to Neutralize.** As above, except that the attacker receives a +6 bonus.

**Attack to Destroy.** As above except:

1. Roll "Power minus Power," instead of "Power minus Resistance."
2. +4 for *opposite alignment*; -4 for *identical*.
3. Attacking Group does not need an open control arrow.

## Basic Goals

A player may win the game by achieving the basic goal. This is completed when a player controls a certain number of groups, depending on the number of players. The Groups to be controlled, including Illuminati, are as follows:

2 or 3 players (not recommended) . . . . .	13
4 players . . . . .	12
5 players . . . . .	10
6 players . . . . .	9
7 or 8 players (not recommended) . . . . .	8

# Illuminati Game Cards

## *About the Illuminati*

### The Bavarian Illuminati

Formally known as the “Ancient Illuminated Seers of Bavaria,” these are the original Illuminati. Many consider them to be the prototype of all subversive secret societies. They were indicted three times by the Spanish Inquisition but largely protected by their vows of secrecy each time. In 1776, the Bavarians were thought to have infiltrated the Freemasons, planning to conquer that organization from within.

*Power and Goals:* The Bavarians’ goal is simply raw power. They can win by controlling Groups with a total Power of 35 (including their own Power of 10). They are subtler than the other Illuminati; their special ability lets them make a privileged attack each turn at the cost of 5 MB.



### The Bermuda Triangle

Sinking ships is just a sideline with these people. Their philosophy is to ensure control by taking over many different types of Groups. They are so shrouded in mystery and fear that others are always taking the blame for the unexplained happenings around their headquarters off the Florida coast.

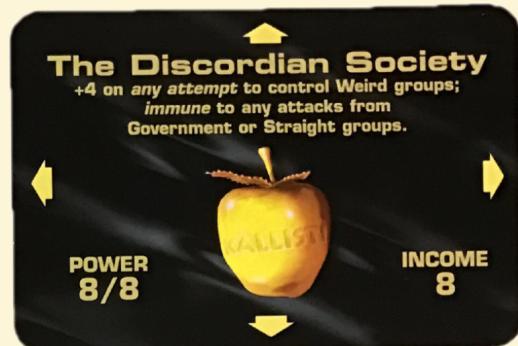
*Power and Goals:* The Bermuda Triangle player has the ability to reorganize his Power Structure freely at the end of each turn. The Triangle wins by collecting at least one example of each of the ten different alignments. If a Group has several alignments, it counts for each of them.



## The Discordian Society

Worshippers of Eris, the Roman Goddess of Strife and Chaos, they delight in confusion. The Discordians seek to bring all the strange and peculiar elements of society under their banner, and especially delight in confusing the "straights" around them.

*Power and Goals:* The Discordians can win by controlling five Weird Groups, and they get an extra +4 on all attempts to control such Groups. Because of their chaotic nature, they are immune to attacks from Straight or Government Groups. No Straight or Government Group may attack the Discordian power structure in any way, or aid such an attack.



## The Gnomes of Zurich

This is the old nickname for the Swiss bankers who are reputed to be the money-masters of the world. Not only do they have huge amounts of money, but they can transfer it quickly and easily, and they have a finger in every financial pie.

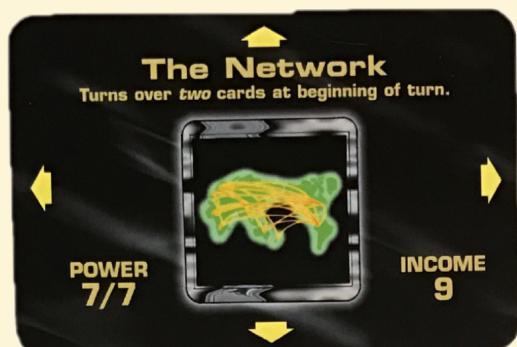
*Power and Goals:* The Gnomes may move money freely among all their Groups at the end of a turn. They win by amassing 150 megabucks – not just on their Illuminati, but in the treasures of their whole power structure.



## The Network

Some say the Network is a conspiracy of the world's computer programmers; others believe that the programmers are merely the pawns, and the computers themselves have taken over. Either way, they are rich and powerful, and they are probably watching you right now. The Network knows everything, and it knows it first.

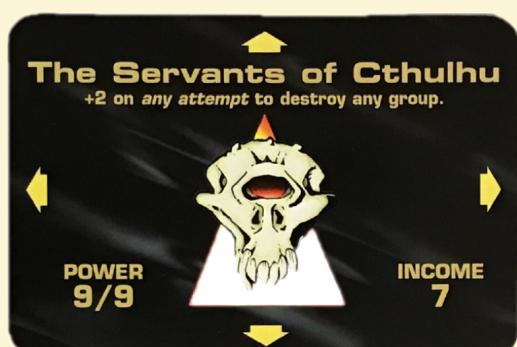
*Power and Goals:* The Network player draws two cards every turn. The Network can win by collecting 25 points worth of transferable power, including its own 7 points.



## The Servants of Cthulhu

These are the students of those things man was not meant to know. They seek to master arcane powers and inhuman forces, though they risk their own lives and souls.

*Power and Goals:* The Servants of Cthulhu seek to destroy, and they are good at it; this player gets an extra

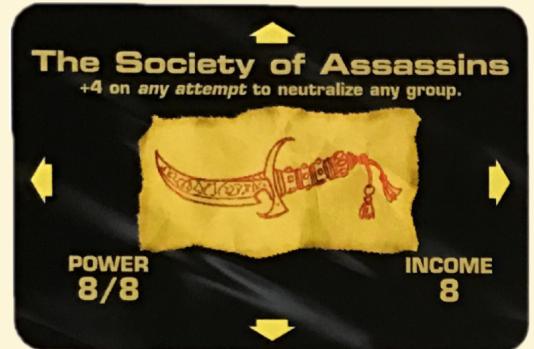


+2 on any attempt to destroy any Group! Their objective in the game is to destroy eight other Groups. If they knock another Illuminati out of the game by taking away its last Group, the destroyed Illuminati counts toward their total, too.

## The Society of Assassins

Arising in the Middle East, the Assassins were a secret order of the Ismailite sect of Muslims. They attained the height of their power during the Middle Ages but continue even today. Often they do not need to act . . . the mere hint of their displeasure is enough to intimidate a foe. The ancient warning of the Assassins, the dagger left on a rival's pillow, has made kings tremble.

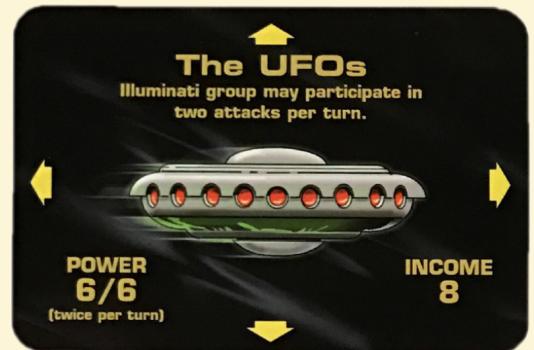
*Power and Goals:* They win if they control six Violent Groups. Their special ability is an extra +4 on any attempt to neutralize an enemy-controlled Group.



## The UFOs

Are they creatures from outer space, or human super-scientists? No one knows. These are the most elusive of all the Illuminati. Their aims are shrouded in secrecy and change constantly.

*Power and Goals:* The UFOs' advantage is speed; this Illuminati Group may attack (or aid an attack) twice per turn. No other Group may do this. Their Special Goal is chosen by the UFO player himself, at the beginning of the game. He picks any of the other seven Goals and keeps it a secret. He may reveal it at any time, but will usually not do so until he has achieved it!



## About the Groups

Each card, except for Illuminati, has an arrow pointing inward that indicates its potential to be controlled. When a card becomes part of a Power Structure, this arrow is placed next to the Group which controls it. There may also be one to three arrows pointing outward. These arrows show the potential to control other Groups. If a Group has no arrows pointing outward, it will have no Power at all. The Group's name is at the top of the card. If it has any



special abilities, they will be listed just below. Its political alignments will be shown at the lower right, and its characteristics in terms of Power, Resistance, and Income are shown at the lower left. The Mafia Group card is shown as an example on the right.

## Group Alignments

There are ten possible political alignments. It is easier for a Group to *control* or *neutralize* Groups with similar alignments, and to *destroy* those of opposite alignments. Some cards have one alignment, some have several, and a few have none. Meanings of the alignments, for the purposes of this game, are:

**Government** – An arm of the U.S. government; its opposite is *Communist*.

**Communist** – Inspired by the Soviets or Chinese or Albanians or somebody; its opposite is *Government*.

**Liberal** – Politically “left,” whatever that means; its opposite is *Conservative*.

**Conservative** – Usually mad at the Liberals; its opposite is *Liberal*.

**Peaceful** – Philosophically opposed to the use of force; its opposite is *Violent*.

**Violent** – Armed and/or dangerous; not necessarily vicious; its opposite is *Peaceful*.

**Straight** – Socially middle-of-the-road; Middle American; its opposite is *Weird*.

**Weird** – Peculiar, offbeat, notably different from the neighbors; its opposite is *Straight*.

**Criminal** – Extorting money from citizens through force or threat, and/or breaking the law professionally; there is no opposite.

**Fanatic** – Adhering to a limited system of beliefs in defiance of all others; any two Fanatic Groups are considered “opposite” to each other.

# Troubleshooting

Illuminati requires that you have Eclipse 4.7 (Oxygen) or Eclipse 4.8 (Photon) installed on your computer. The most common problems with Eclipse IDEs for Java are errors in installation or program crashes.

**I am getting an error message when I try to install and open Eclipse for the first time.**

A Java SE 8 or newer Java Runtime Environment (JRE)/Java Development Kit (JDK) is required to run Eclipse

Note: If you are running on a 64-bit machine, you must download the 64-bit Eclipse and JRE.

Note: If you are running on a 32-bit machine, you must download the 32-bit Eclipse and JRE.

## Useful Links

<https://wiki.eclipse.org/Eclipse/Installation> - installing Eclipse involves a few steps and software from at least two different sources. This is an excellent source of information for more detailed troubleshooting guidance.

## Credits

### Title Page Images

Steve Jackson Games

### Illuminati Card Images

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### Illuminati Game Rules and Information

Steve Jackson Games